STAR WARS™

X-WING™

Heroes of the Aturi Cluster

A Fully Cooperative Rebel Campain for X-Wing

Mission Book

VERSION 2.07.04

based on the original created by Josh Derksen

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MISSION STORY ARC

This book contains all of the campaign missions, which are grouped into five main story arcs.
The last mission in each arc is usually an opportunity for players to earn a Campaign Victory Point.

Welcome to the Aturi Cluster

Introduction: LOCAL TROUBLE 5

Capture Officer

Nulan IV is home to an Imperial Planetary Garrison, which is the hub of most star traffic in this sector. We have decrypted a several flight plans and may be able to capture a high-ranking Imperial officer.

Part I: CAPTURE OFFICER 6
Part II: NOBODY HOME 7
Part III: MINERS STRIKE 8

The Refueling Station

The Argus system is frequently patrolled by Imperial fighters, but they don't seem to have any capital ships in the area. We suspect they have a forward base hidden in the asteroid field, but it's likely to be well defended.

Part I: RESCUE REBEL OPERATIVES 9
Part II: DISABLE SENSOR NET 10
Part III: CAPTURE REFUELING STATION 11

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Minefields

The Empire has been blockading the Nulan system with Minefields in an attempt to prevent smugglers and our Rebel supply transports from getting through. We have several incoming ships, and this could pose a problem.

Part I: TREAD SOFTLY 12
Part II: IMPERIAL ENTANGLEMENT 13
Part III: CARE PACKAGE 14

Chasing Phantoms

The Hook Nebula is subject to frequent ion storms, which one of our convoys uses for cover. Recently, some of our ships have disappeared, and we have reports that the Empire is field testing a new prototype fighter in this sector.

Part I: NEEDLE IN A HAYSTACK 15
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Defection

One of the Empire's TIE Defender pilots wishes to defect with critical information about the Empire's operations.

Part I: SECURE HOLONET RECEIVER 19
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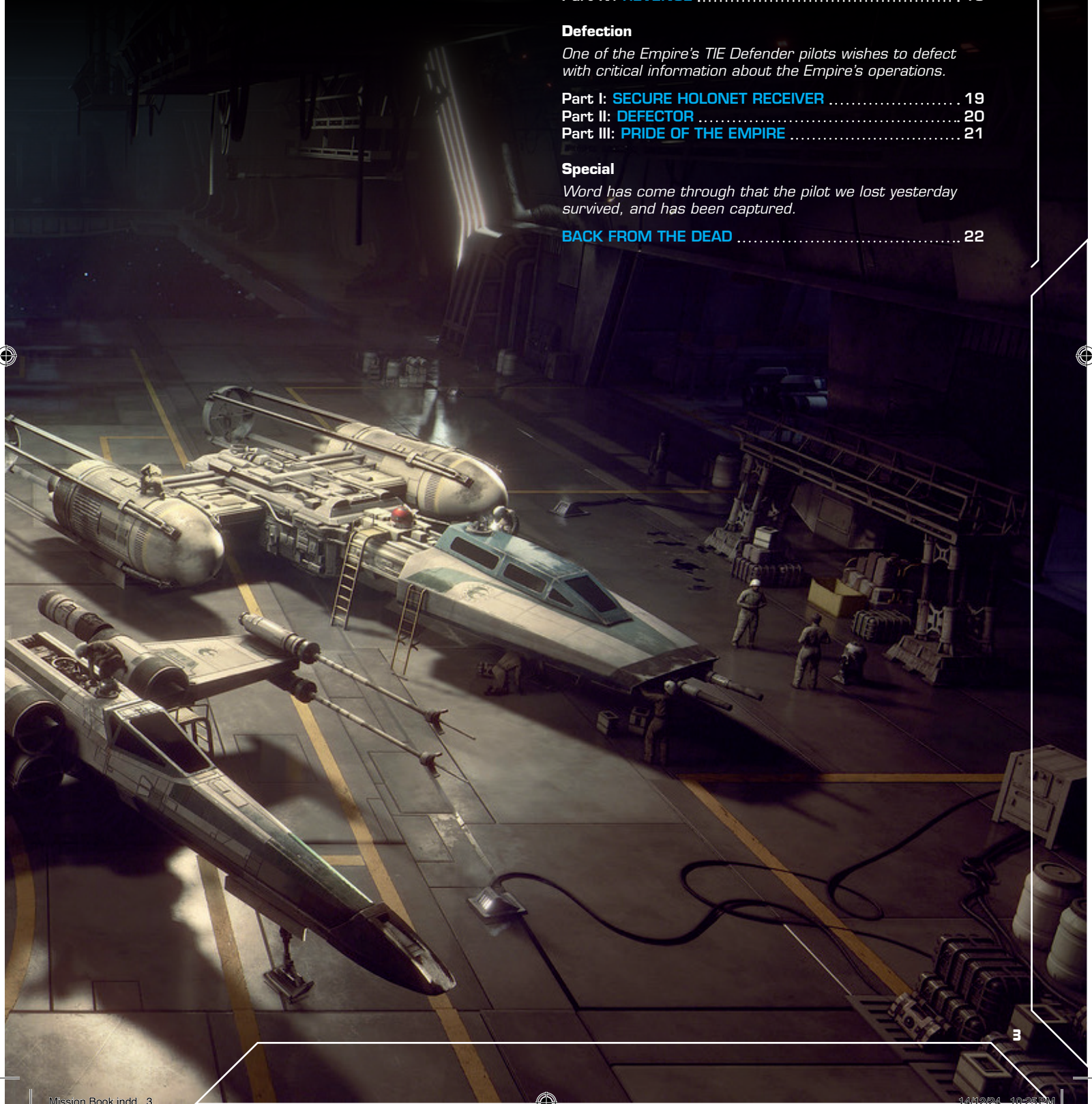
Special

Word has come through that the pilot we lost yesterday survived, and has been captured.

BACK FROM THE DEAD 22



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LOCAL TROUBLE *Introductory Mission*

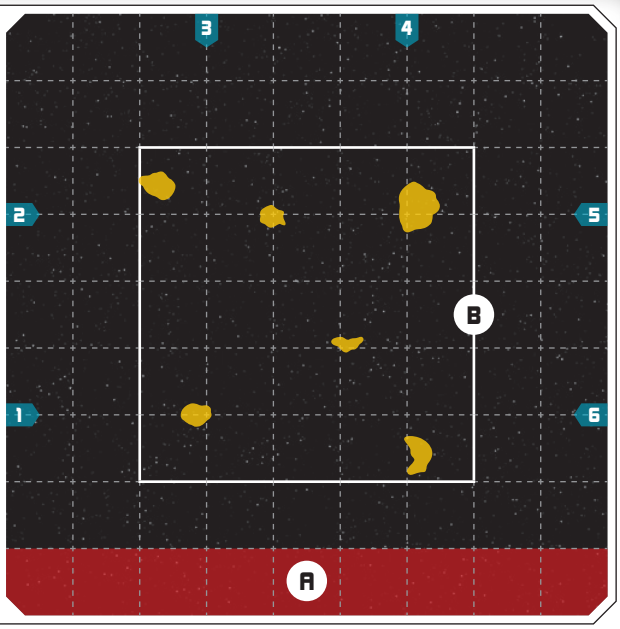
MISSION BRIEFING: "Welcome to the Outer Rim, pilots. Our convoy is currently en route to a hidden Rebel Base in the Parmel Sector, and you'll be on escort duty until we arrive. We've picked up a group of enemy signals in the nearby asteroid field; likely an Imperial patrol. Intercept those ships, and keep them away from the convoy until we can execute a hyperspace jump to ensure our base remains hidden. Good luck!"

Mission Setup

FRIENDLY TERRITORY – 10 TURNS

A - Player setup edge

B - Asteroids x6. Random layout. Range >1 apart and within box



Mission Objectives

Primary: Engage Imperial Forces: At least one Rebel ship must survive and remain in play at the end of Turn 10.

Bonus: If all Imperial ships are destroyed all players gain **1XP**

Bonus: If no Rebel ships are destroyed all players gain **1XP**

Rebel Victory

"Great work pilots! Our convoy is safe from harm. Now we can begin operations against Empire in this system."

Play the full campaign!

Imperial Victory

"That Imperial patrol has located our convoy; call off the operation. Our base in this system must remain a secret".

Replay this mission, or begin the full campaign

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	3	Attack		+		+		+
Beta	Setup	4	Attack			+		+	
Gamma	Turn 4	1d6	Attack				+		
Delta	Turn 7	1d6	Attack			+		+	+

YOUR FIRST MISSION

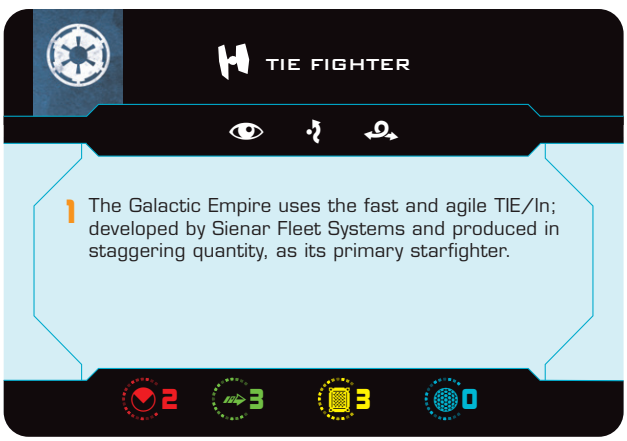
This mission is only intended for a group of new players just starting a campaign as X-wing or Y-wing pilots of **In2**. As such, this squad composition table doesn't have scaling for players with higher pilot skill.

TIE INTERCEPTORS

The TIE Interceptors in Gamma squad have **In1**, they do not have upgrades, and therefore you do not need to draw an Imperial Pilot card for them. However, unlike TIE Fighters, notice they do have "linked" actions.

REMINDERS

As you play your first game against the AI, concentrate on how it operates. Take note of the different action selection for TIE Fighters and TIE Interceptors. Don't forget to track experience points when players deal damage to, or destroy, enemy ships. The mission is set in Friendly Territory, so If things go badly, damaged players can escape from any board edge.


TIE FIGHTER
1
The Galactic Empire uses the fast and agile TIE/In; developed by Sienar Fleet Systems and produced in staggering quantity, as its primary starfighter.
2
3
3
0

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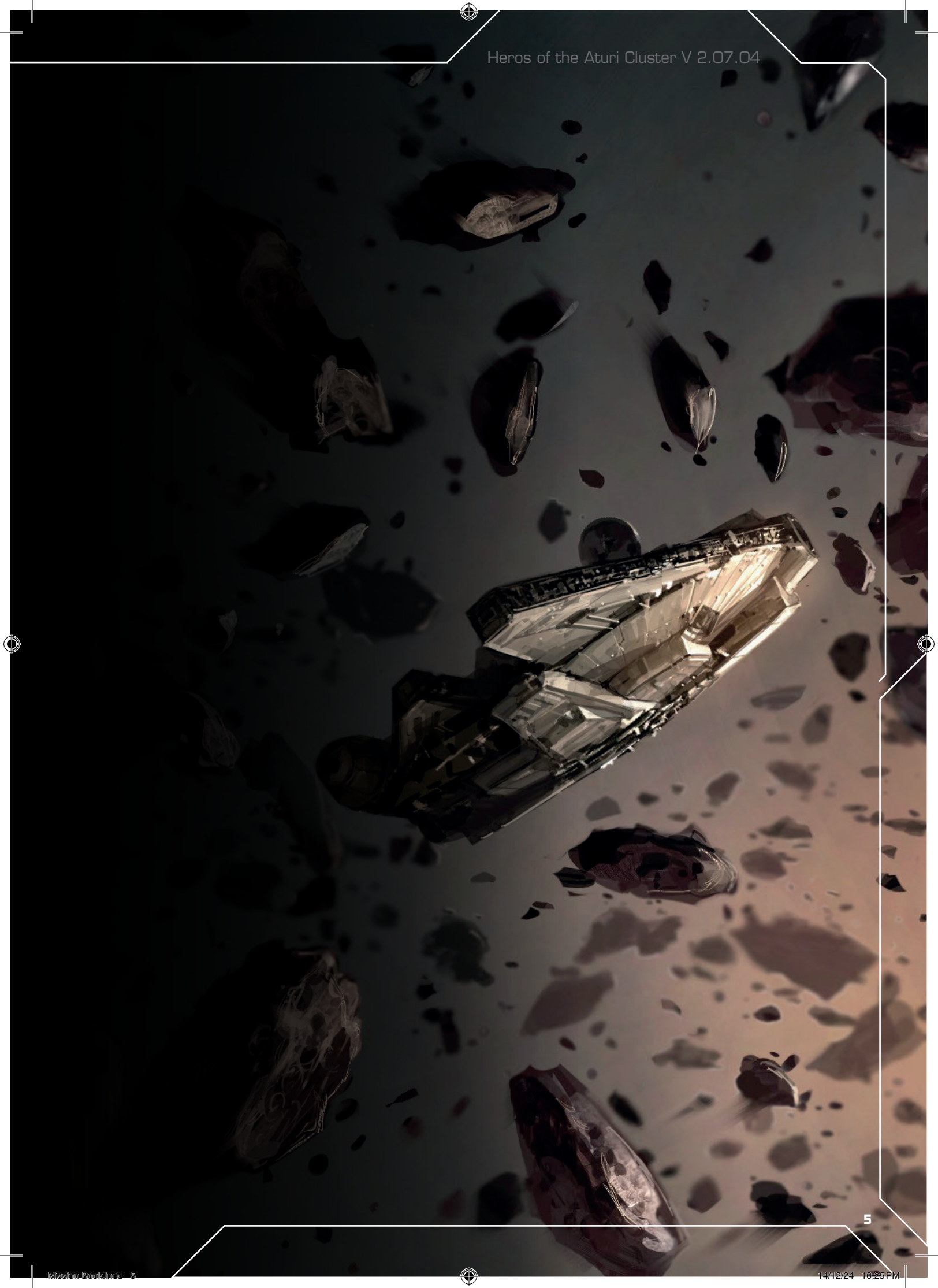

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CAPTURE THE OFFICER

Capture the Officer Part I

MISSION BRIEFING: "Our operatives have been watching the Imperial starport traffic coming in and out of the Nulan system for weeks, and we have managed to decrypt some holocomm messages. The local garrison is due for an inspection this week by Moff Lankin. We have his shuttle's flight path, so we can intercept and capture him. This should provide us with some valuable intel and deal the local Imperial forces a demoralizing blow."

Mission Setup

FRIENDLY TERRITORY – 12 TURNS

A - Player setup edges
B - Imperial escape edge
C - Asteroids x3, Debris x3, random layout, range >1 apart and within box

Mission Objectives

Primary: Capture the Imperial Officer. If the shuttle is disabled, and there are no enemy ships in play the scenario immediately ends

Bonus: When the primary objective is complete, all players gain **1XP** for each squad of enemy ships that did not arrive

Rebel Victory

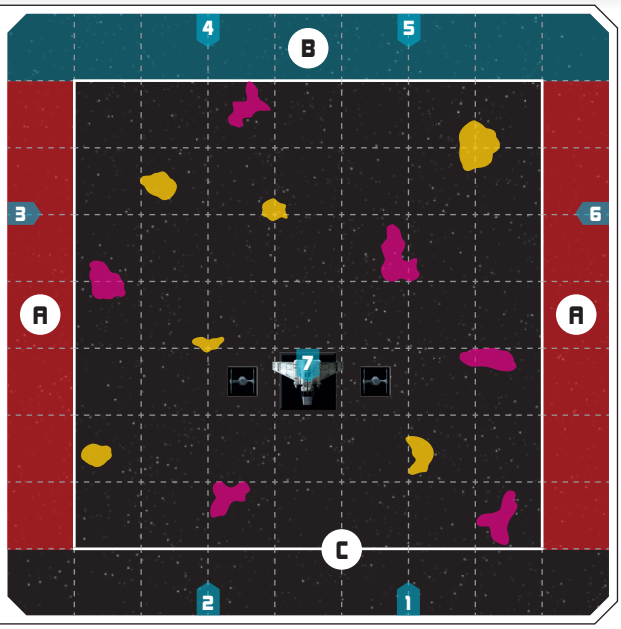
"Now that the Moff Lankin is in the hands of our operatives, we should have some new intelligence for you shortly."

+ **"Nobody Home"**

Imperial Victory

"We've failed this time, but this won't be the last Imperial inspection we can intercept. As far as we can tell, they aren't aware of the security breach in their holocomm network."

Reshuffle



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Shuttle	Setup	7	Special			+2	+2	+2	+2
Alpha	Setup	7	Escort		+		+		+
Elite	Turn 2	1d6	Attack						
Beta	Turn 4	1d6	Escort		4↑	+	5↑	+	3↑
Gamma	Turn 8	1d6	Escort		3↑	+	4↑	+	5↑
Delta	Turn 11	1d6	Attack		+		+		+

SHUTTLE STATS & EQUIPMENT

Do not draw a card for this ship; the officer's shuttle is an Omicron Group Pilot with the following upgrades:

1

Sensor Jammer: When defending, change 1 of the attacker's result to a result. The attacker cannot reroll the die with the changed result.

Flight Instructor: When defending, you may reroll 1 of your results. If the attacker's pilot initiative value is 2 or lower, you may reroll 1 of your blank results instead.

Anti-Pursuit Lasers: After an Enemy ship performs a maneuver that causes it to overlap your ship, roll 1 Attack die. On a or result, the Enemy ship suffers one damage.

3 2 1 6 4

In addition, the shuttle gains extra shields based on the number of players (see the table).

DISABLING THE SHUTTLE

The shuttle is disabled immediately when it has 1-3 remaining. However, if the shuttle is reduced to 0 , it is still destroyed as usual and the Rebels fail the mission. The player that disables the shuttle gains **3XP**. Once the shuttle is disabled, it no longer moves. Remaining enemy ships also change priority from **Escort** to **Attack**. If there are no enemy ships in play at the end of a combat phase, reinforcements will not arrive and the mission is over.

SHUTTLE AI

The Shuttle will engage and attack the nearest target as usual. Once the shuttle has suffered **5** damage, it will change tactics and attempt to **Flee** via the **Imperial Escape Edge B**. Treat that edge as its priority targe t for movement, and always use the shuttle's maximum speed for the selected bearing.

Delta Shuttle:	2	3	3	3	2

ESCORT AI

Escort-type enemy ships have modified action priority. After moving, if they are within range 1 of the shuttle, they will perform the **Protect** action to assign it an token.

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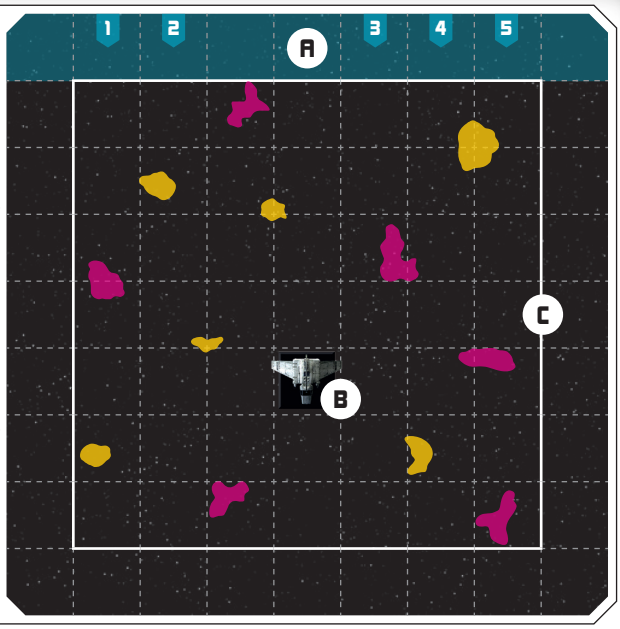
NOBODY HOME *Capture the Officer Part II*

MISSION BRIEFING: "While our intelligence teams are decoding the shuttle's databanks and interrogating Moff Lankin, we can make use of the shuttle's battered remains. Take the crippled shuttle out to a recent battle site and activate its distress beacon. Power down your ships and hide in the nearby wreckage until the time is right to strike. Imperial patrols are certain to mount search and rescue operations for Lankin, providing us with the perfect opportunity for an ambush."

Mission Setup

FRIENDLY TERRITORY – 10 TURNS

A - Imperial escape edges
B - Crippled shuttle (obstacle only)
C - Asteroids x6, Debris x6. Random layout. Range: >1 apart and within box



Mission Objectives

Primary: Destroy Imperial Search & Rescue Force.
If too many enemies escape, the mission is a failure:
1-2p: 2 Enemies | **3-4p:** 3 Enemies | **5-6p:** 4 Enemies

Bonus: If squads Alpha or Beta included any ships (TIE Interceptors), and they were all destroyed, all players gain **1XP**

Penalty: For each enemy ship that escapes, all players lose **1XP**

Rebel Victory

"An officer, and a task force have disappeared. The Empire's grip on the Nulan system is slipping. There is a new target for you".

+"Miner's Strike"

Imperial Victory

"The Imperials are onto us; any information we extract from Moff Lankin is now worthless".

Reshuffle

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	1	Attack*				4+	+	
Beta	Setup	2	Attack*		4+	+			+
Delta	Setup	3	Flee*		+	3↑	+	5↑	+
Command	Setup	4	Flee*						
Epsilon	Setup	5	Flee*		+	+	4↑	+	2↑

PLAYER SETUP

At the start of the mission, each player takes a token and places it on an asteroid or debris field to mark the hiding location of their ship. These hidden ships are ignored by the AI.

PLAYER DEPLOYMENT

Each turn, when it is a player's turn to move, they may choose to power up their ship and immediately deploy it overlapping the obstacle with the matching token. Then, that player may plan and reveal a blue maneuver, ignoring the obstacle from which the ship deployed.

AI – SEARCH & RESCUE (ALL SHIPS)

While **there are no Rebel ships** in play, all enemy ships ignore their default AI priority and target the crippled shuttle to determine movement.
If **there are Rebel** ships in play, enemies with the **Flee AI** will continue to target the shuttle, but enemies with **Attack AI** will engage any Rebels in play as usual.

COMMAND SHUTTLE DETECTION

After the Command shuttle has moved, any Rebel ships hidden in obstacles at range 1 from it must immediately deploy as above, but cannot perform actions, maneuvers, or attack.

AI – DISCOVERING THE TRAP (ALL SHIPS)

The first time an enemy ship ends its maneuver within range 1 of the crippled shuttle, it will perform a **Scan** action for life signs. Then, all enemy ships revert to their AI priority listed in the table.

AI – FLEEING ENEMIES

These ships treat **Edge A** as their target, and will attempt to fly off that edge of the board. They always use the fastest speed available for the bearing chosen. They will still attack Rebels ships if able.

	↰	↖	↑	↗	↱
Delta Shuttle:	2	3	3	3	2
Tie Fightere:	3	3	5	3	3

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MINERS STRIKE *Capture the Officer Part III*

MISSION BRIEFING: "We don't dare approach the Imperial Garrison on Nulan VI; it's too well defended. However, analysis of the captured shuttle's databanks has revealed another opportunity. The Empire appears to be engaged in mining operations on one of Nulan's moons, excavating materials used in weapons production. At any given time, the base is covered with cargo containers full of the stuff. Strafe this complex, taking out anything you can. This should cripple the Empire's mining operations and supply chain."

Mission Setup

FRIENDLY TERRITORY – 12 TURNS

A - Player setup area
B - Cargo Shuttles
C - Cargo Shuttle Escape Edge
Turbolasers [T] begin facing **Corner A**

Mission Objectives

Primary: Destroy Imperial Mining Operation:
1. Destroy all Cargo (**G**) emplacements
2. At least 1 Rebel ship must escape from a board edge other than **Edge C**

Bonus: If all Turbolaser towers are destroyed, all players gain **1XP**

Bonus: If all cargo shuttles are destroyed, all players gain **2XP**

Rebel Victory

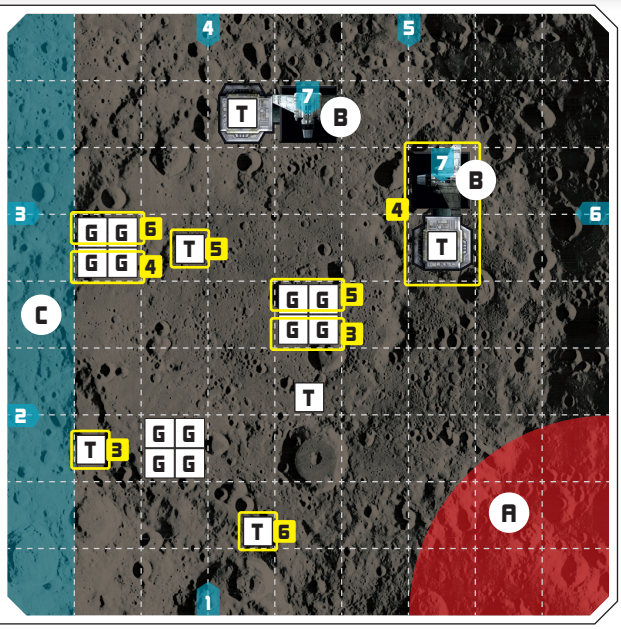
"We've taken out a sizable portion of the supplies for the Imperial Garrison. This is certain to help us in wrestling the system from the Empire's grasp."

1 VP

Imperial Victory

"Negative, our surprise attack barely made a dent in the Empire's mining operation. Regroup and return to base. We won't get another shot."

1 VP



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Cargo	Setup	7	Special						
Alpha	Setup	2/3	Attack			+		+	
Beta	Setup	4/5	Attack				+		+
Gamma	Turn 6	1d6	Attack		4↑	+	5	+	3↑
Delta	Turn 8	1d6	Attack		5↑	+	3↑	+	4↑

LANDED CARGO SHUTTLES

These ships are placed during setup but begin the game landed (you can show this by folding up the shuttle's wings and removing the flight pegs from its base). While landed, ships do not activate, attack, interfere with movement, or roll defense dice when attacked.

CARGO SHUTTLE TAKEOFF/AI

At the start of Turn 3, any cargo shuttles in play will take off. Each cargo shuttle has the **Flee AI** - treat **Edge C** as their target, and attempt to fly off that edge of the board. They always use the fastest speed available for the bearing chosen. They will still attack Rebels ships if able.

	↰	↖	↑	↗	↱
Delta Shuttle:	2	3	3	3	2

HAZARDOUS CARGO

The Rebels do not know the contents of the various cargo containers, but some contain explosive munitions. Each time a cargo emplacement is destroyed, roll 1 attack die. On a ✸ result, all ships at range 1 of the emplacement suffer 1 face-up damage card, (or lose 1 ◍), and other emplacements at range 1 suffer ✸✸. On any other result, there is no effect. A player gains an additional **1XP** for destroying a Cargo emplacement.

GROUND MISSION

Ships cannot jump to hyperspace within the moon's gravity field. To escape the mission area, players must escape from any board edge (other than **Edge C**) by the end of Turn 12.

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RESCUE REBEL OPERATIVES *The Refueling Station Part I*

MISSION BRIEFING: "We've received an encrypted message from one of our Rebel Operative teams in the Argus system. They were engaged in covert reconnaissance of Imperial facilities in a nearby asteroid field. Their HWK-290 has sustained heavy damage to its weapons and hyperdrive. They won't make it back in one piece with their findings unless we scramble some fighter cover. There's a good bet the Empire has already dispatched fighters to intercept them too."

Mission Setup

NEUTRAL TERRITORY – 10 TURNS

A - Rebel Operative HWK-290 setup
B - Player setup and escape edge
C - Asteroids x6. Random layout. Range: >1 apart and within box

Mission Objectives

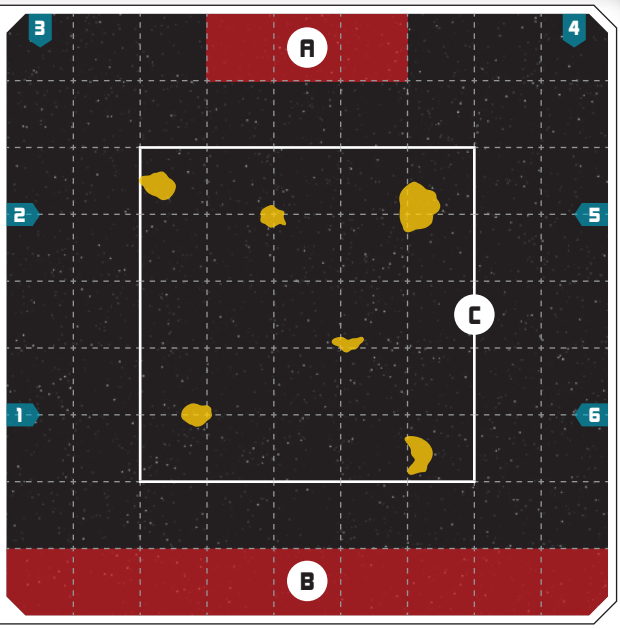
Primary: The HWK-290 must escape from your setup edge.
Bonus: If all Elite enemy ships are destroyed, all players gain **2XP**
Bonus: The pilot who performs the most protect actions on the Rebel Operatives' HWK gains **2XP**. If two or more players are tied, all tied players gain **1XP**

Rebel Victory

"The operatives have safely retreated, bringing us valuable intel of the Argus System. We must mount another operation to further investigate in force."
+"Disable Sensor Net"

Imperial Victory

"We've lost two of our best operatives operatives, their craft and valuable intelligence data. The Empire is hiding something in that asteroid field–we need to know what!"
Reshuffle



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	3	Strike	H	+H		+H		+H
Beta	Setup	4	Strike	H	+H	+H		+H	
Elite	Turn 3	1d6	Attack						
Gamma	Turn 5	1d6	Strike	H	+H	4↑	+H	3↑	+H
Delta	Turn 7	1d6	Strike	H	5↑	+H	4↑	+H	+H

REBEL OPERATIVE SETUP

The Operatives are represented by a **Rebel Scout HWK-290** with no upgrades. Due to severe damage from their Imperial entanglement, they are unable to attack. The ship begins the mission with the **Damaged Sensor Array** critical hit, and a total number of shields equal to the number of players. The HWK also has damaged engines – **it is unable to perform the Boost action**, and **speed 4 maneuvers are treated as red**. The players decide as a team how to plan the HWK's dial each round, and the ship may perform actions as normal if it fixes the **Damaged Sensor Array** critical hit**.**

2 **Damaged Sensor Array**: You cannot perform any actions except the action and actions from damage cards.
ACTION: Repair this card.

Damaged Engines: You cannot perform the action and speed 4 maneuvers are treated as red.

ESCAPING

After executing a maneuver, the HWK immediately escapes if all or part of its base is off the play area along the Player setup and escape edge (**Edge B**).

Protecting the HWK

The Rebels may use the **Protect** action on the HWK.

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DISABLE SENSOR NET

The Refueling Station Part II

MISSION BRIEFING: "The operatives on board the HWK-290 you rescued have brought us some critical intel. The asteroid field they were investigating in the Argus system conceals an Imperial refueling station. If we can capture this base, we would gain a well-defended stating area, deep in Imperial space. However, the base is protected by an early-warning sensor net, which would give the Empire ample time to prepare against any attack we launch. Disable it before we can strike!"

Mission Setup

NEUTRAL TERRITORY – 12 TURNS

A - Player setup/escape edge
B - Asteroids x12. Random layout. Range: >1 apart and within box
C - Sensor Beacon tokens, 2 per player, randomly placed on top of asteroids

Mission Objectives

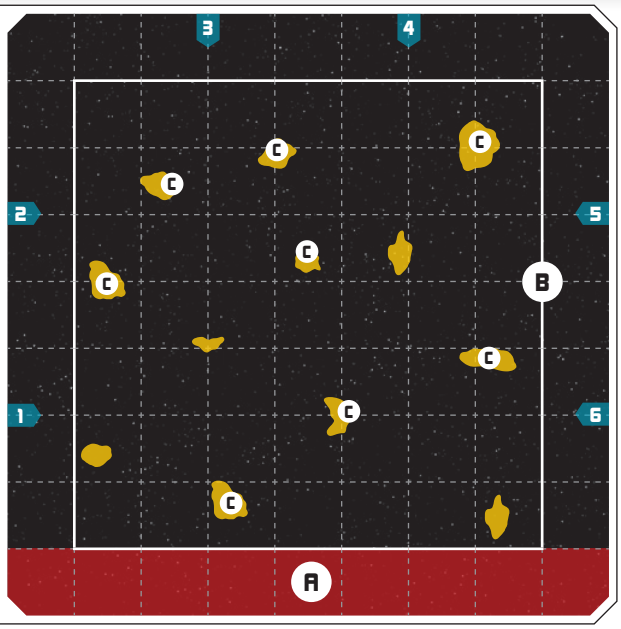
Primary: Destroy all Sensor Beacons to break the network.
Bonus: Each Sensor Beacon is an Emplacement (worth **1XP** when destroyed)
Bonus: If no Patrol squads deploy during the mission, all players gain **2XP**

Rebel Victory

"The sensor network is broken! All ships regroup and prepare to launch the assault. The refueling station will be ours!"
+ "Capture Refueling Station"

Imperial Victory

"Our presence in the asteroid field has drawn too much attention! The station will now be too well defended for us to mount an immediate attack – Retreat!"
Reshuffle



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	2	Strike		+	4	+	4	+
Beta	Setup	5	Strike		+	+	4	+	3
Patrol	Special	1d6	Attack	per , max 4					
Elite	Special	1d6	Strike						

SENSOR BEACON SETUP

Represent Sensor Beacons using satellite tokens. Use 2 Sensor Beacons per player and randomly place them on top of asteroids.

DISABLING SENSOR BEACONS

Sensor Beacons are considered Emplacements, and not obstructed by the asteroid they are placed on. (see the Emplacement Statcard for details). When attacking, measure range to the asteroid token, not the beacon. They have 3 2 and each is equipped with a
Sensor Jammer: When defending, change one of the attacker's hit results to a Focus result. The attacker cannot reroll the die with the changed result, but can modify it.

BOMBS AND SENSOR BEACONS

Seismic Charges will destroy both the Asteroid, and the Beacon on it, but add 1 attack die to the pool when rolling for the Patrol.
Proton Bombs may trigger the Sensor Beacons. For each Proton Bomb detonated within range 2 of an active sensor, add 1 attack die to the pool when rolling for the Patrol.

ACTIVATING SENSOR BEACONS

During the end phase, Rebel ships must make a sensor check. Each player builds a pool of attack dice:

Sensor Check Dice

Each Beacon at range 1	**+3**
Each Beacon at range 2	**+2**
Each Beacon at range 3	**+1**
Asteroid Destroyed by Seismic Charges	**+1**
Each Proton Bomb detonated within range 2 of an active beacon	**+1**
You have a Stealth Device	**–1**

Each player rolls their dice pool. Players overlapping an asteroid containing a sensor beacon add a result to their roll. If there is at least one result among all the players, a Patrol squad arrives at the start of next turn, composed of one TIE Interceptor per rolled (to a maximum of 4). There is no limit to the number of Patrol squads that can arrive.

ELITE REINFORCEMENTS

When half of the sensor beacons are destroyed, the Elite squad arrives at the start of the next turn.

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CAPTURE REFUELING STATION

The Refueling Station Part III

MISSION BRIEFING: "The sensor net surrounding the refueling base is out of commission. Now is the time to strike and capture the facility for the Alliance! The station's defenses and engage any fighter cover in the area. You will also be required to escort an assault ship full of rebel commandos to dock with the station and capture it. Once we begin the attack, the Empire is sure to scramble any remaining patrols in the area. Stay alert, and may the Force be with you!"

Mission Setup

HOSTILE TERRITORY – 12 TURNS

A - Player setup edge
B - Asteroids x6. Random layout. Range: >1 apart and inside the box
Turbolasers [T] - Begin facing **edge A**
Refueling Station - As shown

Mission Objectives

Primary: Capture the Refueling Station:
1. Destroy the shield generators. Pilots gain an additional **1XP** for destroying a Shield Generator emplacement.
2. The Assault Ship must land in a station docking bay
3. The Commando team must capture the command center
4. Survive until the end of Turn 12 or destroy all enemies

Bonus: If the station is captured, the group gains **2XP** for each emplacement that has not been damaged or destroyed

Rebel Victory

"Our commandos have seized control of the station and forced the Imperials to retreat! The Argus system is ours!"

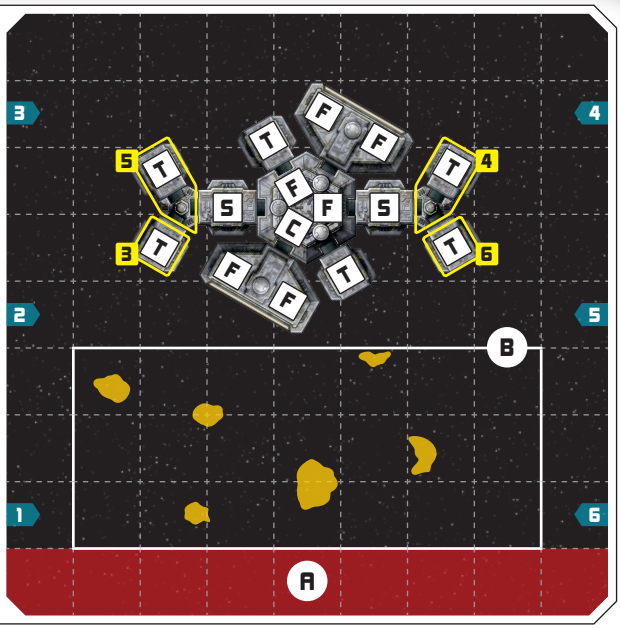
+1 VP

Imperial Victory

All remaining forces retreat! We've lost the station!"

+1 VP

Each player loses their most expensive Upgrade



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	3	Attack		5↑	+	4↑	+	+
Beta	Setup	4	Attack				+		+
Gamma	Turn 4	Bay 1	Attack		+	4↑	+	3↑	+
Delta	Turn 5	Bay 2	Attack			+		+	
Elite	Turn 8	1d6	Attack						

ASSAULT SHIP

The Assault Ship is represented by an Outer Rim Smuggler. The players decide as a team how to plan this ship's dial each round, and the ship may perform actions and attacks as normal. Players do not gain any XP for enemy ships destroyed by the Assault Ship, but may use the **Protect** action on it.

1 Known for its durability and modular design, the YT-1300 is one of the most popular, widely used, and extensively customized freighters in the galaxy.

3 1 8 5

UNLOADING THE COMMANDO TEAM

The Assault Ship must land in one of the station's Docking Bays. At the end of the round the Assault ship has landed, place a Tracking token on the Docking Bay tile to represent the commando team. The players may choose to deploy the Assault ship from that docking bay at the start of any following round.

MOVING THE COMMANDO TEAM

At the end of each turn, roll 3 attack dice: If the number of hits rolled is equal to or greater than the number of emplacements on that station tile, players may move the commandos to an adjacent station tile. Otherwise, they may destroy one emplacement on that tile, or simply wait until next round. Players may choose if Fuel Tanks destroyed this way explode.

CAPTURING THE STATION

The commandos must reach the center tile. Then, they must succeed at their movement roll to enter the Command Center and capture the station. Any remaining Turbolaser emplacements are now under Rebel control, players may choose their facing and attack targets for the rest of the mission. If the Command Center is destroyed, the Rebels Lose. If the Rebels have control of the station at the end of Turn 12, the mission is no longer considered hostile territory and the Imperials retreat. Otherwise, all Rebel ships in play are destroyed.

This Mission uses the special rules for **Docking Bay Modules**
See page 11 of the Roolbook

Mission Book.indd 11 14/12/24 10:25 PM

TREAD SOFTLY *Minefields Part I*

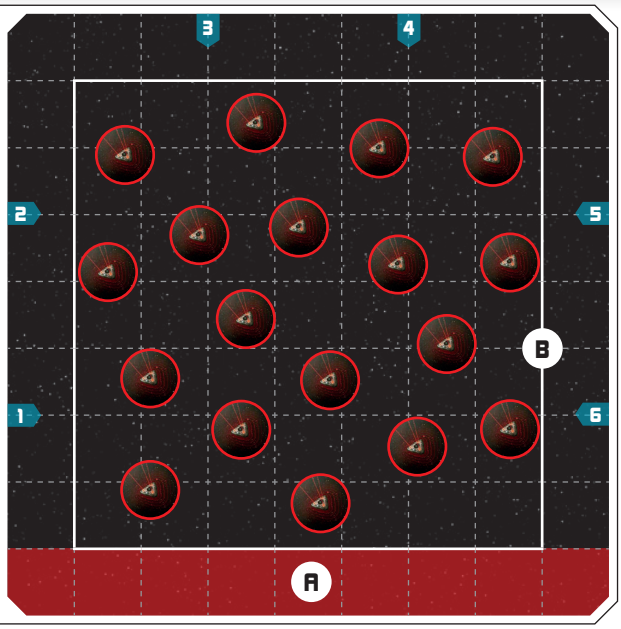
MISSION BRIEFING: Our efforts to undermine the Empire's operations in the Nulan system are getting noticed. Imperial forces have begun cracking down on hyperspace traffic by deploying Minefields along hyperspace routes favored by smugglers. We aren't in any danger yet, but this operation has the potential to disrupt our supply lines and restrict our future movements. Our best option is a pre-emptive strike - get out there and clear these mines!

Mission Setup

FRIENDLY TERRITORY – 12 TURNS

A - Player setup edge

B - Imperial Minefields (sample layout), see Minefield Setup



Mission Objectives

Primary: Clear the Minefield: Destroy Minefield tokens. The mission is a success if there are fewer Minefields remaining than the total number of players.

Bonus: If all Minefield tokens are destroyed, all pilots gain 2XP

Bonus: If no replacement Minefields are deployed, all pilots gain **1XP**

Rebel Victory

"Keeping these routes clear of mines will buy us the time we need to take delivery of some much-needed supplies."

+"Imperial Entanglement"

Imperial Victory

"The Empire deploys so many mines that we can't keep up. Our supplies are dwindling, and our chances of reclaiming the Nulan system with them."

Reshuffle

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Mine Layer	Setup	3	Attack		5+	+		+	
Alpha	Setup	5	Attack		+	4↑	+	3↑	+
Elite	Turn 5	1d6	Attack						
Beta	Turn 5	1d6	Attack		+	5↑	+	4↑	+

MINEFIELD SETUP

During setup, place 3 Minefield tokens per player. Each Minefield token must be just beyond range 1 (or as close as possible to range 1) from two other Minefield tokens, and range 1 or further from the edge of the mission area. These Minefield tokens are hostile, and will detonate if overlapped by Rebel ships.

MINE LAYER SQUAD

Each TIE Bomber in the Mine layer squad uses the standard **Attack AI**, but is also loaded with additional mines to fill gaps in the Minefield. Each time a Minefield is destroyed or detonated by the players, set that token aside. On the next turn, the lowest-numbered TIE Bomber in the squad that can perform an action will attempt to replace a previously destroyed Minefield. Use the rules for Proximity Mines, with the following exception: The placement of this new Minefield token must be within range 2 of any other Minefield in play, but must not overlap a ship or Minefield. If a TIE Bomber cannot lay a mine, the next Bomber in a squad will lay one instead. If there are no mines to replace, or if no bomber can legally deploy one, then no replacement Minefield is deployed.

DESTROYED MINEFIELD TOKENS

Pilots gain **1XP** for destroying a Minefield token. If a player detonates a Minefield by overlapping it, **do not gain any XP**.

This Mission uses the special rules for **Minefields**

See page 11 of the Roolbook

Mission Book.indd 12 14/12/24 10:25 PM

IMPERIAL ENTANGLEMENTS *Minefields Part II*

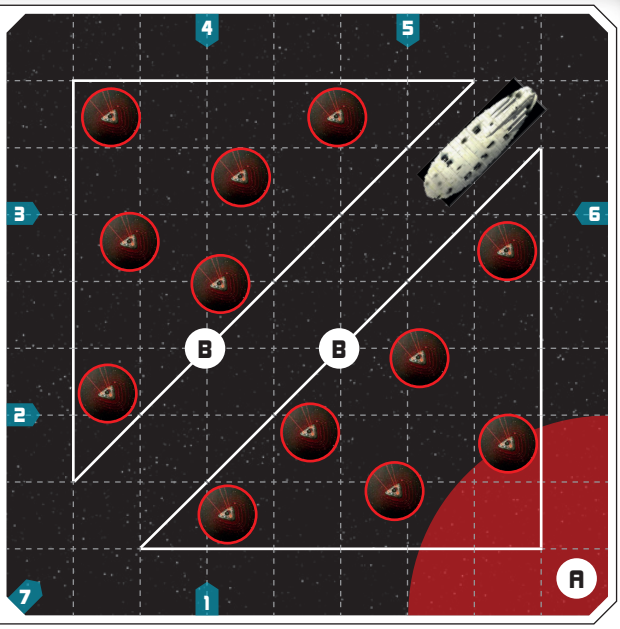
MISSION BRIEFING: "We've just received an urgent message from one of our incoming GR75 supply transports - the Quantum Storm! They dropped out of hyperspace in the middle of an uncharted Imperial Minefield and are unable to escape! The Empire has dispatched a Decimator-class task force to capture the Transport. We can't afford to lose the ship or its supplies - they are desperately needed on Sullust! Scramble, pilots!"

Mission Setup

NEUTRAL TERRITORY – 10 TURNS

A - Player setup area

B - Imperial Minefields x6 per area. Range: >1 apart and from edge



Mission Objectives

Primary: Rescue the Transport: The transport must jump to hyperspace by the end of Turn 10 **OR** All enemy ships are destroyed by the end of Turn 10

Bonus: If the Transport was not hit by Ion Pulse Missiles, all players gain **1XP**

Bonus: If the Transport jumps to hyperspace **AND** the Decimator is destroyed, all players gain **3XP**

Rebel Victory

"We have rescued the Quantum Storm and its valuable cargo. Now we must ensure the transport makes it to Sullust."

+"Care Package"

Imperial Victory

"The Empire has seized the Quantum Storm and it's cargo; our operations on Sullust will suffer greatly."

+1 VP. Each player loses their most expensive Upgrade.

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	2	Attack			4+	+		3+
Beta	Setup	4	Attack		+		+		+
Gamma	Turn 3	1-3	Strike			+	5+	+	
Decimator	Turn 6	7	Special				+2	+2	+2
Delta	Turn 6	1d6	Attack	5+	+	4↑	+	3↑	+

DECIMATOR STATS & EQUIPMENT

The Decimator is represented by a Patrol Leader with the following Upgrades:

2 **Anti-Pursuit Lasers:** After an enemy ship executes a maneuver that causes it to overlap your ship, roll 1 attack die. On a ✸ or ✸ result, the enemy suffers 1 ✸.

If average Rebel Initiative is ≥3: Discard all Critical Hit Cards with the "**Pilot**" trait.

If average Rebel Initiative is ≥4: At the end of the Engagement Phase, each enemy ship at range 1 that does not have a ❗ token, gains 1 ❗ token.

If average Rebel Initiative is ≥5: If you perform an attack that misses, you may immediately make an attack from a Turret arc which has not yet fired.

3 | 0 | 12 | 4

REBEL TRANSPORT SETUP

Struck by multiple mines, the Transport needs time to repair its hyperdrive. The ship begins with 0, and gains 1 instead of moving. Players may choose to either perform an action for the transport, or roll a die: on a result, it gains an additional 1. When the Transport has 7, it must jump to hyperspace at the end of the combat phase.

DECIMATOR AI

While the transport is in play, for movement, the Decimator rolls **1d6**: 1-2: **1↑** 3-4: **2↑** 5-6: **3↑**

If it begins its movement touching the transport, it docks instead to capture the ship with a boarding party. If this happens, then the Rebels lose.

ENEMY ATTACK AI

The Empire wants to capture the Transport; these ships ignore it.

GAMMA SQUAD - STRIKE AI

Do not draw an Imperial Pilot card for these ships. Instead, each bomber is equipped with an **Ion Pulse Missile** with 2. These ships will prioritize the transport but will only attack it with their missiles, and they may fire them at range 1-3. A hit removes 1 from the Transport for each ✸ or ✸ result, instead of applying tokens. (i.e. 3 hits would cause 1 ✸, and remove 2.) Once their missiles are launched, the bombers change to **Flee AI** (p. 19) and escape from the nearest edge.

This Mission uses the special rules for **Minefields**

See page 11 of the Roolbook

Mission Book.indd 13 14/12/24 10:25 PM

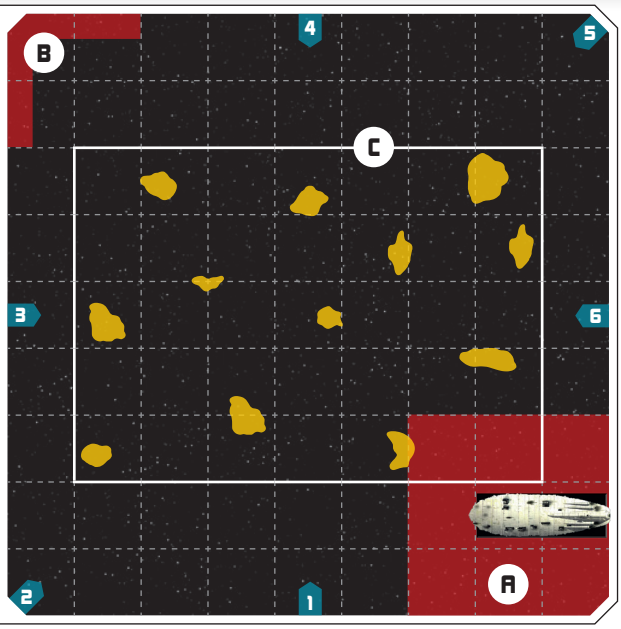
CARE PACKAGE *Minefields Part III*

MISSION BRIEFING: "We've just received a distress call from the Trellisk, one of our supply ships. They were ambushed enroute to U'dray and the crew was forced to abandon ship in escape pods. We're mounting search and rescue operations immediately, but the region is subject to frequent ion storms which will make things difficult for us. Get out there and find them. It's a good bet that whatever destroyed them is still nearby."

Mission Setup

HOSTILE TERRITORY – 10 TURNS

A - Player setup area
B - Escape edge (Range 2 from corner)
C - Asteroids x12. Random layout. Range >1 apart and within box



Mission Objectives

Primary: Escort the *Quantum Storm* to safety:
1. Transport escapes from **Point B**
2. Any remaining Rebel ships must escape from **Point B** or Jump to Hyperspace by the end of Turn 10

Bonus: If the transport escapes and has not discarded the Tibanna Gas Supplies card, all players gain **1XP**

Bonus: If the transport escapes with at least half it's hull value remaining, all players gain **2XP**

Rebel Victory

"The transport is away! Those supplies will greatly assist with our efforts on Sullust. Well done!"

+1 Victory Point

Imperial Victory

"The Quantum Storm is lost! Our Rebel forces will be crippled!"

+1 VP. Each player loses their most expensive Upgrade.

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	3	Attack		+	+	4↑	+	4↑
Beta	Setup	4	Attack		+	5↑	+	3↑	+
Assault 1	Turn 3	*	Strike		5+	+		+	
Elite	Turn 3	1d6	Attack						
Gamma	Turn 6	1d6	Attack		5↑		4↑	+	3↑
Assault 2	Turn 8	*	Strike	4+	+		+		+

**Any random vector that is behind the front edge of the GR-75*

REBEL TRANSPORT SETUP

The **GR-75 Rebel Transport** is equipped with:

2x

7 / 1

Quantum Storm: +1
Add and slots. After you fully execute a white maneuver, recover 1 .

Damage Control Team: Before you engage, you may spend 1 or more to flip that many of your **Offline** upgrade cards.
ACTION: Spend 1 or more to repair that many of your faceup **Ship** damage cards.

Comms Team: After you perform a action, you may spend up to 2 to coordinate that many additional ships at range 0 - 1 of the ship you coordinated.

Tibanna Reserves: 3
ACTION: Spend 1 to recover 2 .

2 | 0 | 12 | 3 | 5

ASSAULT SQUADRONS - ENEMY STRIKE AI

Instead of the standard setup, each of the TIE Bombers with **Strike AI** is equipped with a **Proton Torpedo** with 2. They will prioritize the Transport over all other Rebel ships, unless they cannot fire on it. They will only use their Proton Torpedoes when attacking the transport.

ENEMY ATTACKS VS. HUGE SHIPS

Enemy ships that can attack a section of the transport that does not have a token will prioritize attacking the transport, even if there are closer Rebel ships.

OVERLAPPING WITH HUGE SHIPS

If a Huge ship destroys an AI ship by overlapping it, it will suffer damage to the section that overlapped. Roll an attack die. On a result, suffer 1 face-up damage card. On any other result, suffer 1 damage card.

The AI has a few minor differences when interacting with Huge Ship
See Page 17 of the Roolbook
Targeting Huge Ships

Mission Book.indd 14 14/12/24 10:25 PM

NEEDLE IN A HAY STACK *Chasing Phantoms Part I*

MISSION BRIEFING: "We've just received a distress call from the Trellisk, one of our supply ships. They were ambushed enroute to U'dray and the crew was forced to abandon ship in escape pods. We're mounting search and rescue operations immediately, but the region is subject to frequent ion storms which will make things difficult for us. Get out there and find them. It's a good bet that whatever destroyed them is still nearby."

Mission Setup

NEUTRAL TERRITORY – 12 TURNS

A - Player setup/escape edge
B - Distress Signal Tokens (sample layout)
C - Ion Storm x10. Random layout. Range >1 apart

Mission Objectives

Primary: Recover the Escape Pod:
1. Scan the tracking tokens to reveal the Escape Pod token (#12).
2. The Recovery ship loads the Escape Pod by docking with it.
3. The Recovery ship escapes from **edge A.**

Bonus: If the Container token is recovered, All players gain one free secondary weapon upgrade of their choice.

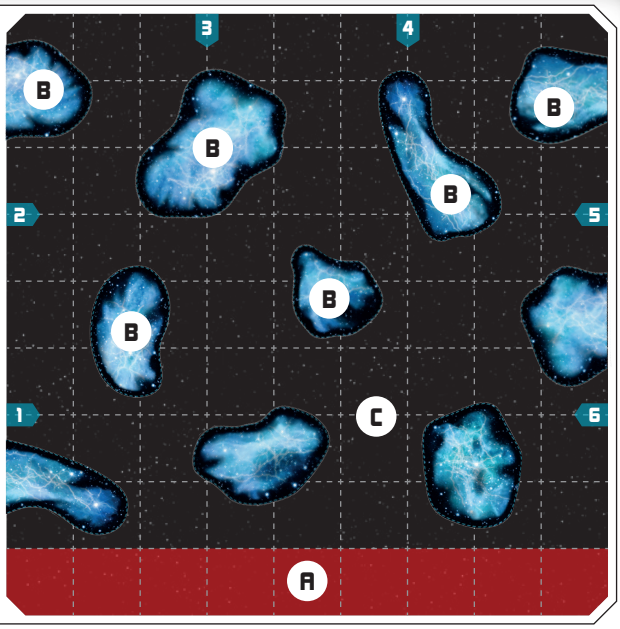
Bonus: The pilot who performs the most protect actions on the Recovery Ship gains **2XP**. If tied, all tied players gain **1XP**.

Rebel Victory

"We've recovered the crew, but now we've got a new problem - a cloaked Imperial fighter."
+"Bait"

Imperial Victory

"Our supply lines are struggling, but now we've discovered a bigger threat to the Alliance."
+"Bait"



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	3	Strike	H	+H	5†	+H	4†	+H
Beta	Setup	4	Strike	H	+H	+H	4†	+H	3†
Gamma	Turn 5	1d6	Strike	H	+H		+H		+H
Delta	Turn 8	1d6	Strike			+		+	
Phantom	Special	1d6	Attack	+			+		

RECOVERY SHIP

Your squadron has been assigned a Recovery Ship to bring home any survivors and cargo you find, represented by an **Outer Rim Smuggler**. The players decide as a team how to plan this ship's dial each round, and the ship may perform actions, including **Scan**, and attacks as normal. Players **do not gain any XP** for enemy ships destroyed by the Recovery Ship. Players may also use the **Protect** action on the Recovery ship to ensure it returns home safely.

1 Known for its durability and modular design, the YT-1300 is one of the most popular, widely used, and extensively customized freighters in the galaxy.

3 1 8 5

PHANTOM SQUAD

When the Escape Pod token is placed, this squad arrives the following turn.

STRIKE AI

Enemy ships with the Strike AI target the recovery ship for movement. If they cannot attack it, they will fire on the nearest Rebel ship as usual.

SIGNAL TOKEN SETUP

Use 4 tokens plus 1 per player, these are signal tokens. Place one in the center of each ion cloud, starting with the ion clouds furthest from **Edge A**. Prepare a draw bag with 4 tokens using the numbers 9-12. Add 1 other number per player.

IDENTIFYING SIGNAL TOKENS

The ion clouds make identifying signals difficult; each possible distress signal has to be verified at close range. A Rebel ship may perform a **Scan** action on a token at range 1 to remove it. Draw & set aside a number from the bag:

12: Place Escape Pod token
11: Place Container token.
Others: False signal.

Each time a pilot scans a token, that pilot gains **1XP**. The Recovery ship may perform a **Dock Maneuver** (see p. 36) to pick up revealed Escape Pod and Container tokens.

Mission Book.indd 15 14/12/24 10:25 PM

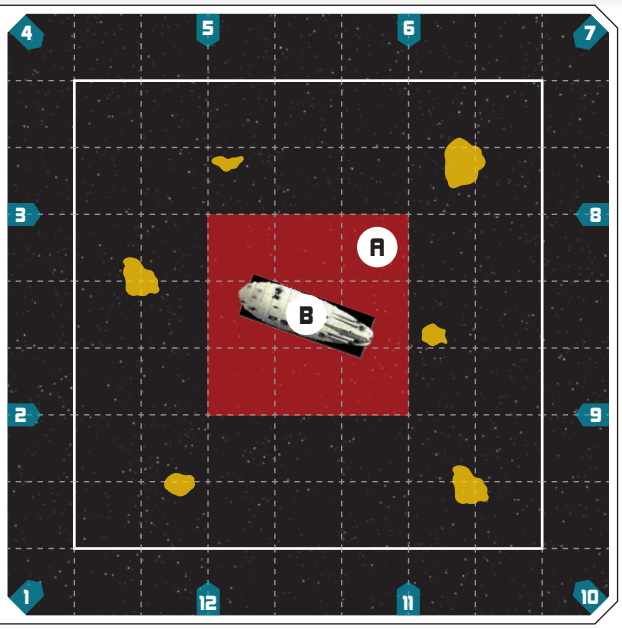
BAIT *Chasing Phantoms Part II*

MISSION BRIEFING: "We've just received a distress call from the Trellisk, one of our supply ships. They were ambushed enroute to U'dray and the crew was forced to abandon ship in escape pods. We're mounting search and rescue operations immediately, but the region is subject to frequent ion storms which will make things difficult for us. Get out there and find them. It's a good bet that whatever destroyed them is still nearby."

Mission Setup

NEUTRAL TERRITORY – 10 TURNS

A - Player setup area
B - Rebel Transport (anywhere inside A)
C - Asteroid x6. Random layout. Range >1 apart/transport and within box



Mission Objectives

Primary: Defeat the TIE Phantom Elite and Survive:
1. Destroy the TIE Phantom Elite.
2. The Transport and at least one Rebel fighter must survive (escape to Hyperspace, or remain in play at the end of Turn 10).

Bonus: If all of the Shuttles in the Support squadron are destroyed, all players gain **2XP**

Rebel Victory

"The Transport's sensor team got a fix on the enemy's hyperspace vector; we can use this to find their home base, and bring the fight to them."

+"Cloak and Dagger"

Imperial Victory

"We've failed to isolate the enemy's approach vector, and we can't risk another Transport as bait. Those TIE Phantoms will hunt us freely."

+1 VP, Each player loses their most expensive Upgrade.

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	1d6	Attack	H	+H	+H	2↑	+H	5↑
Beta	Setup	1d6+6	Attack	H	+H	5↑	+H	4↑	+H
Support A	Turn 3	1d6	Attack		A				
Support B	Turn 3	*	Attack					A	
Elite	Turn 4	1d12	Special						
Gamma	Turn 6	1d6	Attack	H	+H	+H	5↑	+H	4↑
Delta	Turn 8	1d6+6	Attack	H	+H	4↑	+H	3↑	+H

*Cannot be A or E. *Opposite vector from Support A*

TRANSPORT SETUP

The **GR-75 Rebel Transport** is equipped with the upgrades below, and begins with 0 Energy. During each activation phase, it gains 2 Energy instead of moving.

2x

7 **1**

Bright Hope: You can reinforce only your . While you defend, if you are reinforced and the attacker is in your , you may roll 1 additional defense die.

Targeting Coordinator: You may spend 1 to choose 1 friendly ship at range 0-2. Acquire a Target Lock, and then pass the lock on to that friendly ship.

Repair Team: Spend 1 or more to repair that many Face-Up damage cards.

Comms Booster: Spend 1 to remove all tokens from a friendly ship at range 0–1.

2 | 0 | 12 | 3 | 4

TIE PHANTOM ELITE

The TIE Phantom is deployed cloaked. It will target the Rebel ship with the highest pilot skill, and will only fire on a different target if it cannot get a shot, or there is a different target at range 1.

ENEMY ATTACK AI (ALL SHIPS)

Enemy ships that can attack a section of the transport that does not have a token will attack the transport.

SUPPORT SHUTTLES

These shuttles do not draw Pilot cards. Modified as support craft for field testing the TIE Phantom squadron, each support ship is an **Omicron Group Pilot** equipped with:

1

Anti-Pursuit Lasers: After an Enemy ship executes a maneuver that causes it to overlap your ship, roll 1 Attack die. On a or result, the Enemy ship suffers 1 .

Prototype Stygium Field Generator: The TIE Phantom cannot be targeted by actions. When the TIE Phantom decloaks, it gains an token (one for each shuttle in play).

3 | 2 | 1 | 6 | 4

TRANSPORT ESCAPE

Once the TIE Phantom is destroyed, the Transport may escape by jumping to hyperspace, at the end of the combat phase, spend 4 Energy to jump.

Mission Book.indd 16 14/12/24 10:25 PM

CLOAK AND DAGGER *Chasing Phantoms Part III*

MISSION BRIEFING: "Based on the sensor data we collected, we have managed to narrow down the possible staging areas used by the TIE Phantom Squadron; they're somewhere in the spinward edge of the Hook nebula. Your mission is to investigate these locations in force. Destroy any enemy ships and installations you find. Put an end to the Empire's cloaking device testing, or our fighters will never enjoy space superiority again."

Mission Setup

HOSTILE TERRITORY – 12 TURNS

A - Player setup edge

B - Signal Tokens x10, one per Cloud.

C - Cloud x10. Random layout. Range >1 apart, not inside **Area A**

Mission Objectives

Primary: Search and Destroy:

1. Find R&D Station and all Docking Ports by scanning Ion Clouds.
2. Destroy all TIE Phantoms.
3. Destroy the Command Center, Sensor Arrays and Shield Generators to shut down the Empire's cloaking device program.

Bonus: If all Turbolasers are destroyed, all players gain **1XP**

Rebel Victory

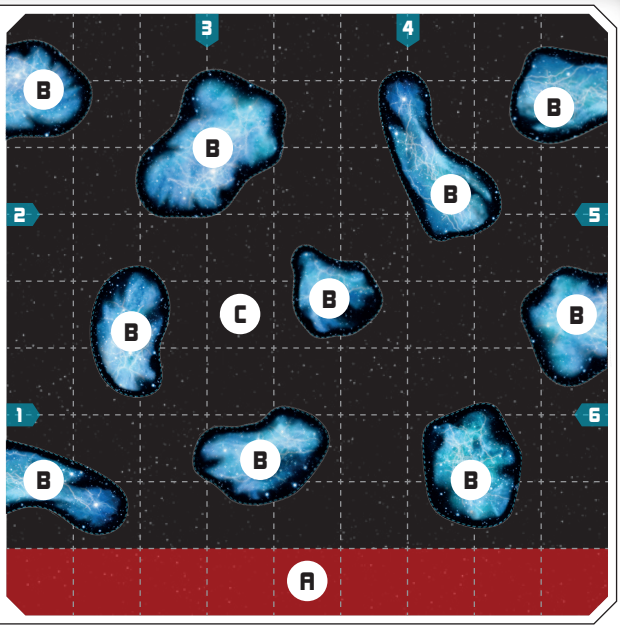
"The Empire's R&D station is history, and the cloaking device with it. Exceptional flying Pilots!"

+1 VP, +"Revenge", Remove all TIE Phantoms from the Imperial Pilot deck.

Imperial Victory

"All forces retreat! We're going to need an answer to the TIE Phantom if we hope to ever win a dogfight again."

+1 VP, each player loses their most expensive Upgrade.



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	3	Attack		5+	+			
Beta*	Turn 4	1d6	Attack		+	4↑	+	5↑	+
Gamma	Turn 8	1d6	Attack		+	+	3↑	+	4↑

*cannot be

SIGNAL TOKEN SETUP:
Put the number tokens 1-7 and 10-12 into the draw bag, and place a Tracking token in the center of each cloud.

IDENTIFYING SIGNAL TOKENS:
The clouds must be searched for Imperial facilities. A Rebel ship may perform a Scan action on a Tracking token within range 1 to remove it, draw a number from the bag and set it aside:

10, 11, 12: When all 3 of these tokens are set aside, place the R&D station.

4, 5, 6, 7: False signal.

1, 2, 3: If there are 4/5/6 players respectively, place a Docking Port with TIE Phantom. This Phantom is in addition to those listed in the Reinforcements chart. If not, false signal.

When placing the station/docking ports:
- Center them over the tracking token if possible, but place them at least range 1 from board edges.
- Place them in the orientation shown:

Station Tile & Emplacement Layouts:

R&D Station

Docking Port
(4-6 Players Only)

R&D STATION EFFECTS:
Each emplacement has a special effect that applies until the station is placed and the emplacement is destroyed.

(C) COMMAND CENTER: TIE Phantoms are **In6**.

(A) SENSOR ARRAY: All emplacements and enemy ships are treated as if they were equipped with:
Sensor Jammer: When defending, change one of the attacker's ✸ results to an 👁 result. The attacker cannot reroll the die with the changed result.

(S) SHIELD GENERATOR: Has only its standard effect.

(T) TURBOLASERS: When placed, each begins facing the nearest Rebel ship.

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REVENGE! *Chasing Phantoms Part IV*

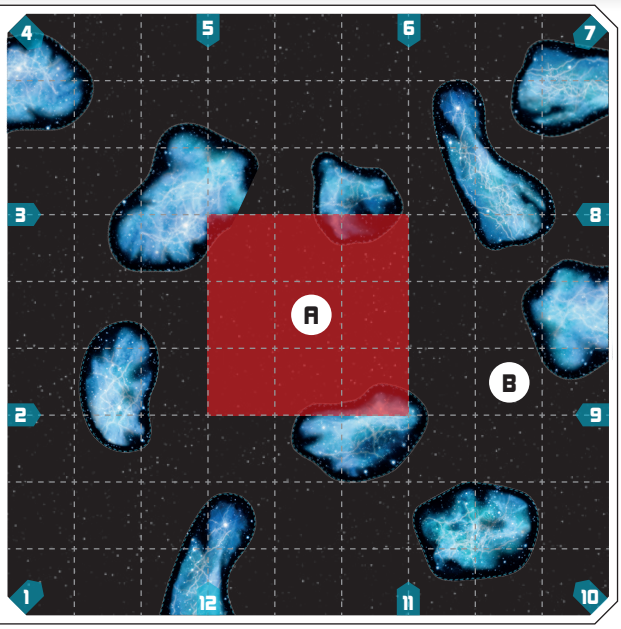
MISSION BRIEFING: "With the prototype Phantom squadron destroyed, we've seen reduced Imperial activity in the Hook Nebula. We must maintain regular patrols to ensure they don't return." During a routine patrol, your proximity alert panel flashes. A well-equipped squadron of TIE Interceptors emerges from the ion storm all around you – it's an ambush!

Mission Setup

HOSTILE TERRITORY – 10 TURNS

A - Player setup area

B - Ion Cloud x10 (Ion Storm). Random layout. Range >1 apart



Mission Objectives

Primary: Survive the Ambush and Escape: At least one Rebel Ship must survive and jump to hyperspace

Bonus: Each time an Enemy ship is destroyed, all players gain an extra **1XP**

Bonus: If all enemy ships are destroyed, mission is no longer considered Hostile Territory and immediately ends. **+1 VP**

Rebel Victory

"With the loss of some of their best pilots, the Empire will be unable to regain control of the Hook Nebula."

Discard

Imperial Victory

"We've lost contact – Patrol flight! Respond!"

Imperial Campaign Victory

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Aces	Turn 1	1d12	Special						

These Elite Aces have special setup – see below

ION STORM INTERFERENCE:

The severe Ion Storm interferes with hyperdrive calculations. The Rebels must jump to hyperspace to escape, but they cannot start their hyperdrives until Turn 7.

IMPERIAL ACE AI:

The Aces always use their assigned player ship for movement and combat priority regardless of distance or arc. The Aces will only fire on other Rebels if they cannot attack their intended target.

IMPERIAL ACE SETUP:

Each player draws a TIE Interceptor card from the deck and tucks it under their player statcard. Each player should position the Interceptor card so that the visible rows match their own pilot skill: For example, a player with **In. 3** will tuck the Interceptor card so that all of the rows except those marked **In. 4+** and **In. 5+** are visible. Number or mark each Interceptor so that it is possible to tell which belongs to which player.

IMPERIAL ACE APPROACH VECTORS:

Each player rolls 1d12 to place their TIE Interceptor. No two ships may share an approach vector; reroll duplicates.

This Mission also uses the Ion Storm variant rules for **Gas Clouds**

See Page 11 of the Roolbook

Mission Book.indd 18 14/12/24 10:25 PM

SECURE THE HOLONET *Defection Part I*

MISSION BRIEFING: "Several weeks ago, a Rebel spy was assigned to a new squadron of Imperial fighters, and has been sending us intelligence on their performance. She's been masking her transmissions by routing them through the Empire's holonet receiver in the Parein system, but we now fear she may be discovered. Escort our slicer techs out to the holonet receiver and protect them while they can figure a more secure communication channel for our spy. We must continue to get this valuable intelligence!"

Mission Setup

NEUTRAL TERRITORY – 12 TURNS

B - Player setup area
C - Satellite Relay x1 per player. Random layout
D - Asteroids x6. Random layout. Range >1 from any terrain and within box

Mission Objectives

Primary: Configure a Secure Holo-Channel on the Receiver:
1. Disable Satellite relays and Sensor Array Emplacements to identify the holonet channel one used by the Rebel Spy.
2. The Slicer Techs must secure the identified channel.
3. The Slicer Techs must escape by jumping to hyperspace.

Penalty: For each satellite that was destroyed, all players lose **1XP**

Bonus: The pilot who performs the most protect actions on the Slicer Techs' HWK gains **2XP**. If tied, all tied players gain **1XP**

Rebel Victory

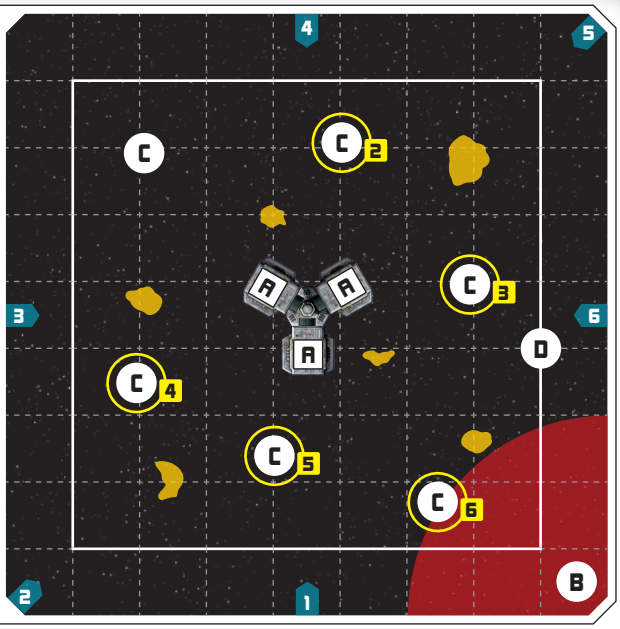
"Thanks to our Slicer Techs, the spy's transmissions are now secure. We should have more intel for you shortly."

+"Defector"

Imperial Victory

"The Empire has scrambled their local holonet protocols; Our spy is safe for now, but we'll have to start over."

Reshuffle



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Alpha	Setup	2	Attack		+1	5↑	+1	4↑	+1
Beta	Setup	5	Attack		+1	+1	4↑	+1	3↑
Gamma	Turn 4	1d6	Attack	5+	+1	3↑	+1	4↑	+1
Delta	Turn 8	1d6	Attack		+1	+1	4↑	+1	3↑
Inspection	Special	2/5	Strike			+1	4+	+1	4+

SLICER TECH SETUP:

The Slicer Techs are represented by a **Rebel Scout HWK-290** equipped with an **Ion Cannon Turret**, and +1 for every 2 players. The players decide as a team how to plan the HWK's dial each round, and the ship may perform actions and attacks as normal. The Rebels may use the **Protect** action on this HWK.

2 **Ion Cannon Turret:**
ATTACK: If this attack hits, spend 1 or result to cause the defender to suffer 1 . All remaining and results inflict tokens instead of damage.

2 2 3 2

HOLONET RELAY SETUP:

During setup put 3 number tokens 10, 11,12 into a draw bag. Add one other token for each player.

DISABLING RELAYS & EMPLACEMENTS:

SATELLITE RELAY: 0 3 SENSOR ARRAY: 0 5

Both are considered channels for the holonet receiver. They can be attacked and are considered disabled when they have 1 left, or gain an token.

Earn **1XP** for disabling a channel, then draw a number and assign it to mark that channel as disabled. If 12 is drawn, mark the channel with a token instead and return the 12 to the bag: the spy's holonet channel has been identified. From now on, if 12 is drawn for any other disabled channel, draw and assign that channel another number instead, returning the 12 to the bag.

(ACCIDENTALLY) DESTROYING CHANNELS:

Each time a channel is destroyed, draw a number and remove it. The mission is a failure if the 12 is removed, even if the channel has been identified elsewhere.

INSPECTION SQUAD (STRIKE PRIORITY):

Once the communications channel has been identified, the Inspection Squad arrives at the start of the following Turn. These ships will prioritize the Slicer Techs, but will attack other Rebel ships if they cannot attack the HWK.

SECURING THE HOLONET CHANNEL:

The Slicer Techs must perform a **Scan** Action (See *Scan Action*, p. 36) on the marked channel to draw: If 12 is drawn, the channel is secure. Otherwise, return the number to the bag.

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DEFECTOR *Defection Part II*

MISSION BRIEFING: "One of the test pilots for the Empire's new space superiority fighter, the TIE Defender, is a Rebel sympathizer. She's been in contact with our operatives and wishes to defect with a stolen prototype. The best opportunity for us to help her escape intact will be during her squadron's training exercises in the Parein system. We'll jump in, make contact and provide cover while she escapes. However, she won't know we're here to cover her, and we won't know which of the prototypes is hers, until we can make visual contact."

Mission Setup

HOSTILE TERRITORY – 10 TURNS

A - Player setup edge

B - Asteroids x6. Random layout. Range >1 apart and within box

Mission Objectives

Primary: Help the Defector Escape:

1. Make contact with the Defector
2. The Defector jumps to hyperspace while there is at least one Rebel ship still in play

Reward: each player gains a free Modification, Missile, or Cannon upgrade.

Bonus: Each pilot that scans a TIE Defender gains **1XP**

Bonus: The pilot who performs the most protect actions on the Defector's ship (once allied) gains **2XP**. If tied, all tied players gain **1XP**

Rebel Victory

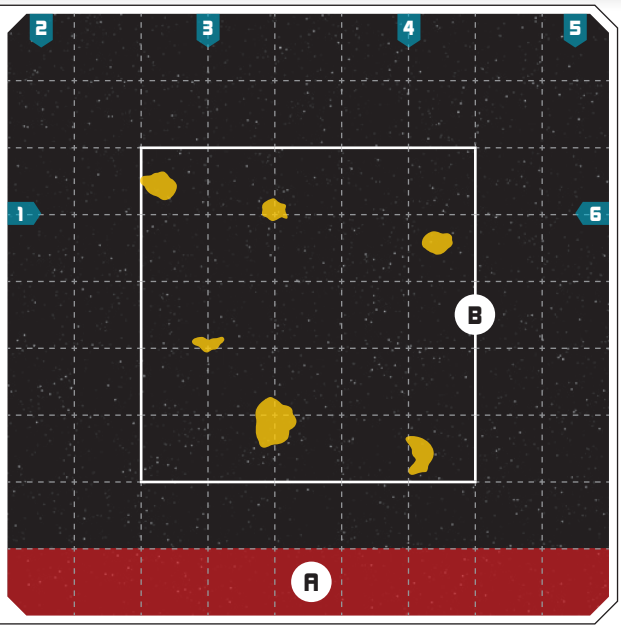
"We've captured a TIE Defender! We may be able to adapt some of this ship's advanced weapons technology."

+"Pride of the Empire"

Imperial Victory

"The Defector is dead, and took the secrets of the prototype TIE Defender with her. All of this effort has been a waste."

+1 VP



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Prototype	Setup	4	Special		+		+		+
Alpha*	Setup	1	Attack		+	+	5↑	+	4↑
Beta*	Turn 4	6	Attack		+	+	4↑	+	3↑
Gamma	Turn 4	3	Attack			+	4+	+	3+
Delta*	Turn 8	1d6	Attack		5↑	+	4↑	+	3↑

* *cannot be*

DEFECTOR SETUP:

During setup, put a number token for each TIE Defender in the Prototype squadron into a draw bag. Start with number 1 and add a number for each additional ship (numbers 1-4 for 6 players).

MAKING CONTACT WITH THE DEFECTOR:

Before the Defector can switch sides, the Rebels must identify her ship by transmitting a short range coded message confirming their rescue plans. To transmit the message, any Rebel ship may perform the **Scan** action on a TIE Defender at range 1. Then, pull a number token from the bag. If the number 1 is drawn, this TIE Defender is the *Defector*. If any other number is drawn, assign it to that TIE Defender; TIE Defenders with number tokens cannot be scanned.

DEFECTING:

Once the *Defector* has been identified, she immediately joins the Rebels and players may choose her attack targets. At the start of the following turn, the players may plan the Defector's dial and actions collectively. Rebel players may also use the **Protect** action on the *Defector* once she is an ally.

PROTOTYPE SQUAD AI:

Once the *Defector* has changed sides, other Elite enemy ships in the Prototype squad change their target priority to **Strike**, with the *Defector* as their target.

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PRIDE OF THE EMPIRE *Defection Part III*

MISSION BRIEFING: "According to intel from the Imperial Defector, pilot candidates for the rest of the new TIE Defenders are nearing the completion of their training program. Today, the squadron is conducting combat exercises at a secret location in Imperialcontrolled space, but our spies have provided us with the coordinates. We can use this information to strike a major blow to the Empire's operations in the Parein sector, and cripple their training program."

Mission Setup

NEUTRAL TERRITORY – 12 TURNS

A - Player setup/escape edge (all edges)

B - Asteroids x6. Random layout. Range >1 apart/from edges/enemies

Mission Objectives

Primary: Cripple Training Squadrons: Rebels must destroy all ships in at least 3 enemy squadrons.

Reward: For each enemy squadron that is completely destroyed, all players gain **1XP**.

Bonus: If all TIE Defenders are destroyed, remove all TIE Defender cards from the Imperial Pilot deck.

Rebel Victory

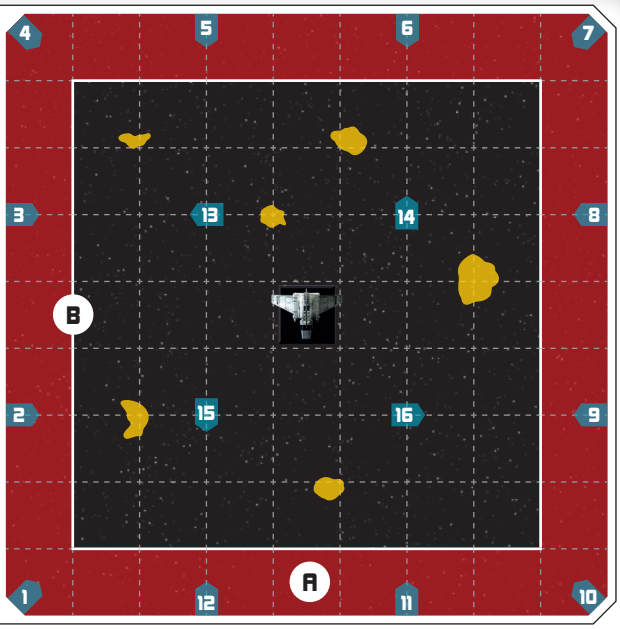
"Some of the Empire's most promising new pilots were lost today. If only they could have joined the Rebellion instead."

+1 Rebel Victory Point

Imperial Victory

"This was our only chance to cripple the training program. Now, the Empire will continue in another secret location and you can bet we won't find them a second time."

+1 VP



Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Instructor	Setup	Diag.	Attack				+2	+2	+2
Alpha	Setup	13	Attack			+		+	
Beta	Setup	14	Attack		+				
Gamma	Setup	15	Attack					+	
Delta	Setup	16	Attack				+		
Epsilon	Turn 8	1d12	Attack		5↑	+	4↑	+	3↑

QUALITY EDUCATION:

Among the best in the sector, the shuttle's training crew is well- coordinated with their trainees. Whenever an AI ship within range 1 of the shuttle rolls dice, it may convert all results to successes (or), as if it always has a token.

SURPRISE ATTACK:

The Imperial training squad is unprepared to deal with the squad of Rebel ships exiting hyperspace around them. For the first turn, enemy ships do not move or perform actions.

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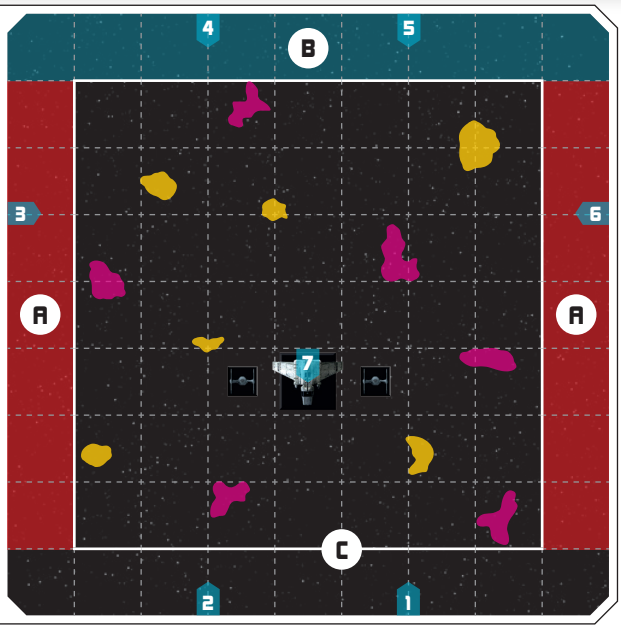
BACK FROM THE DEAD *Rescue Rebel Pilot*

MISSION BRIEFING: "Word has come through that the pilot we lost yesterday survived, and has been captured. Intel suggests that they will be moved today. It's our only chance to recover them before they are moved out of range..."

Mission Setup

FRIENDLY TERRITORY – 12 TURNS

A - Player setup edges
B - Imperial escape edge
C - Asteroids x6, Debris x6, random layout, range >1 apart and within box



Mission Objectives

Primary: Disable the Shuttle and recover the Captured Rebel Pilot. If the Rescue Ship is docked with the Shuttle **AND** there are no enemy ships in play, the mission immediately ends.

Bonus: If all enemy ships that appear (except the Shuttle) are destroyed, **+1XP** per player.

Penalty: If the Shuttle is destroyed before the Captured Rebel is retrieved, the mission fails, the captured Rebel dies, and ALL his/her upgrades are lost

Rebel Victory

Well done Team – you have saved a valuable pilot – not to mention a friend.

Imperial Victory

We lost a good friend and pilot out there today. Now its time to get over it and move on to the next mission.

Squad	Arrival	Vector	AI	1p	2p	3p	4p	5p	6p
Shuttle	Setup	7	Special				+2		+2
Alpha	Setup	7	Escort		+	+	+		+
Beta	Turn 3	D6	Attack			+	+		
Delta	Turn 4	D6	Attack		+	+	4↑		+
Gamma	Turn 8	D6	Escort		3↑	+	4↑	+	5↑
Epsilon	Turn 10	D6	Attack		+		+		+

RESCUE SHIP

The Rescue Ship is represented by an **Outer Rim Smuggler**, with:

1 **Veteran Turret Gunner:** After you perform a primary attack, you may perform a bonus attack using a you did not already attack from this round.

Perceptive Copilot: After you perform a action, gain 1 token.

Novice Technician: At the end of the round, you may roll 1 attack die to repair 1 faceup damage card. Then on a result, expose 1 damage card.

3 1 8 5

The players decide as a team how to plan this ship's dial each round, and the ship may perform actions and attacks as normal. Players **do not gain any XP** for enemy ships destroyed by the Rescue Ship, but may use the **Protect** action on it.

Once the Shuttle is disabled, the Rescue ship must end its turn overlapping the Shuttle in order to board it. (Overlapping for this purpose does no damage to either ship, and does not force the YT1300 to forfeit its Action after moving.) Once the Shuttle is boarded, it becomes Rebel controlled – as such Imperial ships may target it. If Imperial fire destroys the Shuttle, the Rebels are still considered to have rescued the captive, and the YT1300 resumes normal movement. The Rescue Ship must stay docked for one turn before moving off – select any maneuverer, but do not move.

ESCORT AI

Escort-type enemy ships have modified action priority. After moving, if they are within range 1 of the shuttle, they will perform the **Protect** action to assign it an token.

OPTIONAL

Players may spend XP to outfit the YT1300, but any Crew or Upgrades purchased for it will remain with it – they may be available for use again only if the YT1300 appears in later missions.

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SHUTTLE STATS & EQUIPMENT:

Do not draw a card for this ship; the Shuttle is an Omicron Group Pilot with the following upgrades:

1

Death Troopers: During the Activation Phase, enemy ships at range 0-1 cannot remove tokens.

Agent Kallus:
SETUP: Assign the Hunted condition to **all** enemy ships. While you perform an attack against the ship with the Hunted condition, you may change 1 of your results to a result.

Tactical Scrambler: While you obstruct an enemy ship's attack, the defender rolls 1 additional defense die.

Fire Control System: While you perform an attack, if you have a on the defender, you may reroll 1 attack die. If you do, you cannot spend your during this attack.

3 2 1 6 4

In addition, the shuttle gains extra shields based on the number of players (see the table).

DISABLING THE SHUTTLE

The shuttle is disabled immediately when it has 1-3 remaining. However, if the shuttle is reduced to 0, it is still destroyed as usual and the Rebels fail the mission. The player that disables the shuttle gains **3XP**. Once the shuttle is disabled, it no longer moves or performs actions. Remaining enemy ships also change priority from **Escort** to **Attack**. If there are no enemy ships in play (other than the disabled Shuttle) at the end of a combat phase, reinforcements will not arrive and the mission is over.

SHUTTLE AI:

The Lambda Shuttle will engage and attack the nearest target as usual. Once the shuttle has suffered 5 shield damage, it will change tactics and attempt to **Flee** via the Imperial **Escape Edge (B)**. Treat that edge as its priority target for movement, and always use the shuttle's maximum speed for the selected bearing.

Delta Shuttle:	2	3	3	3	2

ENDING THE MISSION

The mission ends when:

A: The Shuttle is destroyed before the captive is rescued or

B: All player ships flee from either Player Start Area after the Captive is rescued or

C: All player ships are destroyed or

D: The Shuttle is under Rebel control and there are no Imperial ships on the board.

OPTIONAL

If the Rebels are on board the Shuttle, and there are no other Imperial Forces on the board, then the Shuttle is considered to be captured, and is available for the Rebels to use in future missions as a player ship. Retaining the Tactical Scrambler and Fire Control System.

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QUICK REFERENCE

SQUAD COMPOSITION

Icon	Setup Instructions
+	Add a ship of this type
+	Add a random ship. *Note: All random ships in a squad should be the same.*
↑	Replace a with this type.
↑	Replace a for each . Add a ship of a random type
	Add an Elite ship of this type
	Add an Elite ship of a random type
4+ 4 ↑ 4+ 4 ↑	Ignore unless the average Rebel PS is ≥ 4

PREEMPTIVE SWERVING

If an A.I. ship ends its move within range 1 of an obstacle and the obstacle is in the ships Bullseye arc, the A.I. will, if possible, perform a Barrel Roll before any other action, in an effort to avoid hitting it next turn.

SWERVING (PAGE 41)

The A.I. will swerve only to avoid Obstacles or Board Edges, not to avoid collisions with other ships.

BASIC MOVES: Adjust the intended bearing of the maneuvre 45° in either direction and then select a new maneuver at the same speed (or closest speed possible within the limitations of the ship's dial) that brings it closest to its target. ↱ will change to ↰↱. If the ship's new maneuver will still collide with the obstacle, perform the original maneuver chosen and suffer the collision.

SWERVING AND FORMATIONS: Although all ships in a formation select the same maneuver, they move one at a time and each will swerve independently. This may cause ships to break formation

BOARD EDGES: A.I. ships make every effort to avoid the board edge. If their chosen maneuver causes them to leave the board, select the most similar maneuver that still keeps them on the board. If there is no possible maneuver that achieves this, the ship is destroyed.

PROTECT ACTION (PAGE 41)

To perform a protect action, a ship must be within range 1 of the target and spend an action to assign it an token. There is no limit to the number of tokens that can be assigned.

SCAN ACTION (PAGE 41)

To perform a scan, a player must be within range 1 of the target.

DOCKING MANEUVER (PAGE 41)

To Dock with a ship, the docking ship must be touching the target. To Dock with terrain, the ship must overlap. During the next planning phase, the ship may declare it is docking and is not assigned a maneuver dial. This turn, it does not move and has Agility 0, because cargo or passengers are being transferred and it is stationary. A ship may undock and resume normal movement by assigning a maneuver dial during the following planning phase.

STRIKE A.I. (PAGE 41)

These AI ships relentlessly pursue a specific target (usually a mission objective) and will use that target for movement and action selection. If possible, they will also fire on the same target during the combat phase, unless they can make a range 1 attack against something else.

FLEE A.I. (PAGE 41)

Mission special rules will specify a board edge. These ships will use the nearest point of that board edge as their target. When performing a maneuver, use the fastest speed for the selected bearing.

ESCORT A.I. (PAGE 41)

These ships only have modified action Selection. If their escort target is within range 1, they will use the **Protect** action on it.

A.I. TARGETING PRIORITY (PAGE 41)

1. Fire Ordnance at a valid target that is locked.
2. Target at range 1
3. Target at range 2
4. Target at range 0
5. Target at range 3

EJECTING (PAGE 41)

Friendly	Neutral	Hostile
▲	▲▲	▲▲▲
✸✸	Pilot Killed - Start a new pilot	
✸	Lose most expensive Elite Pilot Talent or Pilot Ability	
✷	Lose most expensive Upgrade	
👁	Earn **Half XP** this mission rounded Down; Earn **0 XP** if 👁👁	
Blank	Safely Eject (no penalty)	

JUMP TO HYPERSPACE (PAGE 41)

To Jump to Hyperspace, a ship must follow these steps:

1. When you perform a green maneuver, announce you are preparing to jump to assign your ship a Hyperdrive token.
2. Perform an action as usual.
3. When the ship activates during the Combat Phase, it cannot attack. Instead, roll 2 attack dice and add a ✷ result for each Hyperdrive token. This roll may only be modified by tokens.
4. If the result is 3 ✷/✸, jump. If not, it may keep the Hyperdrive token and perform steps 1to 4 again. Clear Hyperdrive tokens if the ship performs a non-green maneuver or decides to cancel the jump.

EARNING XP (PAGE 41)

Combat Phase, each turn	XP
Deal at least 1 damage to one or more enemy ships.	1
Destroy enemy ship/ emplacement …and ship is Large (l,d) …and ship is a non-F TIE. …and ship is E Elite.	+1 +1 +1 +1 for all
Kill Assist or Guardian Assist (see page 43)	1
Mission Resolution	**XP**
Bonus Objective or Penalty	Varies
Mission Failure or Eject Rolls	Varies

SPENDING XP (PAGE 41)

Upgrade	XP Cost
Upgrade or **Modification**	**Point Cost**
Change Ships Must be PS4+ to change to A-wing, B-wing, HWK-290	**5 XP**
Increase Pilot Skill Purchase 1 level at a time	**New PS x2**
Elite Pilot Talent	**Point Cost x2**
Rebel Pilot Ability Must be In ≥ owner's In. Equip as **Elite Pilot Talent**	**Owner's Pilot Skill**

INQUISITOR APPEARANCE

- Add 1 to the dice roll for each player that has 2 or more Force Points.
- Add 1 to the dice roll if an Inquisitor was destroyed in the previous mission.

Inquisitor Appearance Chart

	1-2	3	4	5	6
1					
2					
3					
4+					

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